

IN THE CLAIMS:

The following is a complete listing of claims in this application.

30. (Currently amended) A game apparatus for a paddle and ball game to be played by two opposing players or by two opposing pairs of players, each of the players is provided with a paddle, the apparatus comprising, a frame delimiting a defined area above the ground for a ball to be transferred therethrough by means of a paddle; and two gates positioned opposite each other on opposite sides of said frame at a distance therefrom; wherein the opposing players or pair of players are positioned on opposite sides of the frame, each between the frame and one of the gates, and wherein said gates are positioned such that said resilient ball can be transferred between opponent players by means of said paddles through said defined area and toward the opponent's gate to hit the ball through the opponent's gate.

31. (Currently amended) The game apparatus of claim 30, further comprising marking elements for defining at least one defined area on the ground for regulating movements of the ball and/or the players in relation to the at least one defined area on the ground.

32. (Previously presented) The game apparatus of claim 31, wherein said at least one defined area on the ground comprises two areas, one in front of each gate and wherein each of the players is restricted to the area in front of his corresponding gate.

33. (Previously presented) The game apparatus of claim 30, wherein the frame is of an adjustable size for allowing adjustment of the frame according to desired degree of game difficulty or in accordance with age and skill of the players.

34. (Currently amended) The game apparatus of claim ~~30~~32, wherein the gates are of an adjustable size for allowing adjustment of the gate according to desired degree of game difficulty or in accordance with age and skill of the players.

35. (Currently amended) The game apparatus of claim 30, wherein said distance is determined according to a desired degree of game difficulty or in accordance with age and skill of the players.

36. (Previously presented) The game apparatus of claim 30, wherein the apparatus is a portable apparatus comprising components disengageably connected to each other.

37. (Previously presented) The game apparatus of claim 30, wherein the frame is of a rectangular shape.

38. (Previously presented) The game apparatus of claim 30, wherein the frame is provided with a net.

39. (Currently amended) The game apparatus of claim 30, wherein said net is ~~having~~ defines an opening.

40. (Currently amended) The game apparatus of claim ~~39~~40, wherein the net is further provided with means for adjusting the size of the opening.

41. (Currently amended) The game apparatus of claim ~~40~~41, wherein said means are additional net segments attachable to the net.

42. (Currently amended) The game apparatus of claim ~~40~~41, wherein the net is ~~having~~ has an inner rim and said means ~~are~~ include a thread threaded through said inner rim, the two ends of the thread extending through an opening in said inner rim for allowing pulling the ends to contract said inner rim.

43. (Currently amended) The game apparatus of claim 30, wherein each of said two gates is ~~are~~ provided with a net.

44. (Previously presented) The game apparatus of claim 31, wherein said marking elements are a cord and pegs.

45. (Currently amended) The game apparatus of claim 30, ~~provided with~~ further comprising glowing or illuminating means for facilitating playing under dim conditions.

46. (Previously presented) The game apparatus of claim 30, wherein said frame and gates are provided with a base element for stabilizing the frame and gates above the ground.

47. (Previously presented) The game apparatus of claim 30, wherein said frame and gates are provided with tapering endings for allowing inserting the frame and gates into the ground.

48. (Currently amended) A game assembly for a paddle and ball game, the assembly comprises a plurality of elements disengageably connected to each other for forming a frame delimiting a closed space above the ground and two gates and at least two paddles and a resilient ball, said gates being arranged to be disposed opposite each other on opposite sides of said frame and distanced therefrom such that a ball passing through said closed space can pass through at least one of said gates.

49. (Previously presented) The game assembly of claim 48, wherein said elements include rods.

50. (Previously presented) The game assembly of claim 48, wherein said elements further include a net.

51. (Currently amended) The game apparatus of claim 50, wherein said net is ~~having~~ has an opening.

52. (Canceled)

53. (Currently amended) A competitive paddle and ball game for two opponent players or two opponent pairs of players, the game comprises a frame for delimiting a closed area above the ground; two gates, each associated with one of the opponent players, the gates are positioned on opposite sides of said frame at a distance therefrom; a paddle for each player; a resilient ball; said gates being positioned such that said resilient ball can be transferred between opponent players by means of said paddles through said closed area and toward the opponent's gate to hit the ball through the opponent's gate; and a set of rules and regulations for scoring points to win said game; wherein the opponent players are positioned on opposite sides of said frame, each between the frame and one of the gates and wherein said rules and regulations involve transferring the ball in air through said closed area by means of said paddles.

54. (Previously presented) The game according to claim 53, wherein the frame comprises a net having an opening.

55. (Currently amended) The game according claim ~~53~~ 54, wherein said opening in said net delimits said closed area ~~rules and regulations further include rules involving passing the ball through an opponent gate.~~

56. (Currently amended) The game according to claim 53, ~~wherein the rules and regulations of the game~~ further ~~involve~~ comprising at least one defined area marked on the ground for delimiting movements of the ball and/or a player in relation to said at least one defined area.

57. (Currently amended) The game according to claim 56, wherein said at least one defined area on the ground comprises two areas, one in front of each gate, wherein each of the players is restricted to the area in front of his corresponding gate and wherein a player is losing a point if the player crosses his corresponding court.

58. (Previously presented) A method for playing a paddle and ball game by two opponent players, the method comprising installing a frame for delimiting a defined area above the ground; installing two gates on opposite sides of said frame at a distance therefrom, each of the two gates is associated with one of the opponent players; providing each of the players with a paddle; and transferring a resilient ball between opponent players by means of said paddles through said defined area and toward the opponent's gate to hit the ball through the opponent's gate.

59. (Previously presented) The method of claim 58, further comprising marking at least one defined area on the ground for regulating movements of the ball and/or the players in relation to the at least one defined area.

60. (Previously presented) The method of claim 59, wherein the at least one defined area on the ground defines the area into which a serving ball must be directed and wherein failure to direct a serving ball into said area results in scoring a point by the non-serving player.

61. (Previously presented) The method of claim 59, wherein the at least one defined area on the ground defines a court which limits the movements of a player to movements within said court.

62. (Previously presented) The method of claim 59, wherein difficulty degree of the game is determined by at least one of the following: the frame size, the gate size, the distance between the frame and the gate, the type of the ball, the type of the paddles and by the at least one defined area on the ground.